




STEPHANIE LOUIE
design & illustration

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EXPERIENCE

2022 • PRESENT **ACTIVISION BLIZZARD** • *ui/ux designer*

- ◆ Working closely with my team to develop UI/UX that fit the vision of Warzone Mobile while maintaining parity with the console counterpart
- ◆ Visually polishing screens, bug fixing using proprietary engine and tools

2019 • 2022 **KABAM** • *ui/ux designer*

- ◆ Collaborating with engineers and designers to design screens that fit the vision of the game
- ◆ Creating wireframes, mockups, user flows, and annotations
- ◆ Skinning and polishing screens in Unity

CURRENT **FREELANCE** • *illustration & design*

- ◆ Design, develop, and deliver projects to clients

2016 • 2019 **KABAM** • *illustrator*

- ◆ Illustrations, icons and designs for marketing and
- ◆ UI mockups and layouts

Titles: Marvel: Contest of Champions,
Transformers: Forged To Fight

2013 • 2016 **IUGO MOBILE** • *game artist*

- ◆ Layout and designs for marketing material
- ◆ Concepting and rendering characters, outfits, environments, icons

Titles: The Walking Dead: RTS, Criminal Legacy,
Knights & Dragons, Rage of the Immortals
Battle Hackers

SKILLS



EDUCATION

MASTER OF DIGITAL MEDIA
University of British Columbia

**B.A. VISUAL ARTS,
MINOR IN ART HISTORY**
University of British Columbia

INTERESTS

- ◆ Drawing
- ◆ Learning
- ◆ Cycling
- ◆ Games
- ◆ Making puns